

L Number	Hits	Search Text	DB	Time stamp
2	1687	(463/1,40-42).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:33
3	1216	((434/247-254,257) or (473/219,221)).CCLS.	USPAT; US-PGPUB; EPO; DERWENT	2004/09/21 16:33
4	1249	(463/30,31,43,44).CCLS.	USPAT; US-PGPUB; EPO; DERWENT	2004/09/21 16:33
5	2	("6179713").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:33
6	568	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 16:37
7	170	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121) and (network or internet or WAN or LAN or online)	USPAT; EPO; DERWENT	2004/09/21 16:41
8	96	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and ((transmit\$4 or transmission or reception or reciev\$4) with (delay or latency))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 17:34
9	11	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and @pd>=20031121) and (network or internet or WAN or LAN or online) and replay\$3	USPAT; EPO; DERWENT	2004/09/21 16:42
10	79	((463/1,40-42).CCLS.) or ((434/247-254,257) or (473/219,221)).CCLS.) or ((463/30,31,43,44).CCLS.) and ((transmit\$4 or transmission or reception or reciev\$4) with (delay or latency)) and (network or internet or WAN or LAN or online)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 17:35
11	2	("6287202").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/09/21 18:14
-	44	((463/1,40-42).CCLS.) and ((auto or automobile or car) adj race)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 09:43
-	37	463/\$.ccls. and (horse adj1 (race or racing)) and (off adj1 track)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 10:33
-	12	463/\$.ccls. and (game near (email or (e adj1 mail)))	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 10:35
-	2	463/\$.ccls. and (play near (email or (e adj1 mail)))	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 11:09
-	49	((434/247-254,257) or (473/219,221)).CCLS.) and (camera and image or picture or video) and (network or internet or server)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 13:47

-	138	game and ((high adj1 score) or ranking) near (display or indicator or list or table)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 13:49
-	2	463/\$.ccls. and sidley.in.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 14:48
-	3	("4570930"   "4572509"   "5558339").PN.	USPAT	2003/02/12 14:43
-	1	463/\$.ccls. and (metal adj1 detector)	USPAT; US-PGPUB; EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (hot with cold)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (warmer with colder)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (warmer same colder)	EPO; DERWENT	2003/02/12 14:49
-	0	463/\$.ccls. and (hot same cold)	EPO; DERWENT	2003/02/12 14:50
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot same cold) and (payout or award or reward or payoff)	EPO; DERWENT	2003/02/12 14:51
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (warmer adj colder) and (payout or award or reward or payoff)	EPO; DERWENT	2003/02/12 14:57
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (warmer adj colder) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:57
-	26	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot or cold) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:58
-	0	((slot or fruit or poker or (coin adj freed)) adj (device or game or unit)) and (hot near cold) and (payout or award or reward or payoff)	USPAT; EPO; DERWENT	2003/02/12 14:58
-	10	game same (metal adj detector)	USPAT; EPO; DERWENT	2003/02/12 15:21
-	1	"2144644"	EPO	2003/02/13 10:42
-	2	("6183259").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 10:50
-	2	("5890906").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:48
-	20	ASHBURN.XA.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:54
-	4	ASHBURN and fade	USPAT; US-PGPUB; EPO; DERWENT	2003/02/13 14:55
-	2	("5971855").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/14 09:24
-	2	("6183367").PN.	USPAT; US-PGPUB; EPO; DERWENT	2003/02/14 09:25

-	1046	(463/40-42).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:32
-	0	((463/40-42).CCLS.) and (any with terminal with (act or serve) with (host or server))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:33
-	30	((463/40-42).CCLS.) and (terminal with (act or serve) with (host or server))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 14:36
-	9	463/\$.ccls. and sitrick.in.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 16:17
-	2	("5890911").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/13 16:18
-	599211	(video or electronic or arcade or entertainment or amusement) near2 (machine or device or apparatus or system or unit or cabinet or game or method)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:19
-	587277	(video or electronic or arcade) near2 (machine or device or apparatus or system or unit or cabinet or game or method)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 16:21
-	32561	(video or electronic or arcade or computer) near2 (game or gaming)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:02
-	842	((video or electronic or arcade or computer) near2 (game or gaming) ) and replay	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 16:23
-	10400	((video or electronic or arcade or computer) near2 (game or gaming) ) and (network or internet or WAN or LAN)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	3762	((video or electronic or arcade or computer) near2 (game or gaming) ) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:21
-	951	((video or electronic or arcade or computer) near2 (game or gaming) ) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:19
-	402	((video or electronic or arcade or computer) near2 (game or gaming) ) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior))) and (delay\$3 or latent\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:00
-	15298	(video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:02

-	0	((video or electronic or arcade or entertainment or amusement) near2 (machine or device or apparatus or system or unit or cabinet or game or method) ) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:04
-	1099	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab. ) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:05
-	294	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab. ) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:05
-	50	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab. ) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:22
-	12	5547202.URPN.	USPAT	2003/11/14 17:09
-	16	5925843.URPN.	USPAT	2003/11/14 17:14
-	293466	(game or sport or competition or tournament).ab	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	39912	((game or sport or competition or tournament).ab ) and (network or internet or WAN or LAN)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:20
-	13269	((game or sport or competition or tournament).ab ) and (network or internet or WAN or LAN)) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:21
-	74	((video or electronic or arcade or computer or communication or network or internet or online) near2 (game or gaming).ab. ) and ((network or internet or WAN or LAN or online) and ((server or host or central or master) with (computer or processor or controller or database)))) and ((record\$3 or stor\$3 or sav\$3) with (performance or action or movement or process or conduct or behavior))) and ((replay\$3 or repeat\$3 or recreat\$3 or duplicat\$3 or simulat\$3) with (performance or action or movement or process or conduct or behavior))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/14 17:35
-	70	(play with (email or "e-mail") with game)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/15 10:02
-	2	("6179713").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/11/15 10:02